

DEFENSIVE AND COMPETITIVE BIDDING
<b>OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)</b>
1 level freely can be 4 card suit, change of suit NF and jump shift invitational.
2 Level solid, change of suit forcing only if at 3 level in response
2NT response to major overcalls = 4 card fit invitational or better
Cue bid response to any overcall support or strong FG
Jump cue bid=mixed, direct raises weak or tactical
<b>INT OVERCALL (2<sup>nd</sup>/4<sup>th</sup> Live; Responses; Reopening)</b>
15-17, System on
4th in hand; 11-14 over minor, 12-16 over major, system on.
<b>JUMP OVERCALLS (Style; Responses; Unusual NT)</b>
Weak
Over 1c that can be 2 only: 2d majors 2c natural
Over 1d that can be 2 only: 2h/3d majors 2d natural
Reopen: Intermediate
<b>DIRECT &amp; JUMP CUE BIDS (Style; Response; Reopen)</b>
Michals and jump cue asks for stopper
Over minor opening that can be 2 only: direct cue bid is natural
Over weak 2 direct cue bid asks for stopper
<b>VS. NT (vs. Strong/Weak; Reopening;PH)</b>
2C=both majors
2D=1 major
2H/S = Major with a minor
2NT=minors
X=Good hand (if passed shows any 5m + any 4M)
<b>VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)</b>
x for take out, leaping michals
<b>VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♠ or 2♣</b>
x= majors, NT=minors
<b>OVER OPPONENTS' TAKEOUT DOUBLE</b>
1 over 1 F1, 2 over 1 NF but over major 2c shows support 8+

LEADS AND SIGNALS			
<b>OPENING LEADS STYLE</b>			
	Lead	In Partner's Suit	
Suit	4th/2nd bad suits	same	
NT	same	same	
Subseq	same	same	
Other:when returning partners suit at trick 2 - std present count			
<b>LEADS</b>			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+)	Asks attitude	
King	KQx (+)	Asks count/unblock	
Queen	QJx (+)	QJx or KQx or AQJ	
Jack	JTx (+) or KJT/AJT (+)	Same	
10	T9xx (+) or KJT/AJT (+)	same	
9	9x	same	
Hi-X	Doubleton	Same	
Lo-X	4th/2nd/mud	Same	
<b>SIGNALS IN ORDER OF PRIORITY</b>			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	count or SP	Attitude
Suit 2	Count	count or SP	Count
3	SP	count or SP	SP
1	Attitude	count or SP	Attitude
NT 2	Count	count or SP	Count
3	SP	count or SP	SP
Signals (including Trumps):			
UDCA (Upside down count and attitude) normal SP. Trumps tend to SP			
<b>DOUBLES</b>			
<b>TAKEOUT DOUBLES (Style; Responses; Reopening)</b>			
Normal, new suit after x very strong except over 1nt response or 2d over			
over a 2 club response.			
<b>SPECIAL, ARTIFICIAL &amp; COMPETITIVE DBLS/RDLS</b>			
Negative			
Support			
Reponsive			
Snapdragon			

SYSTEM CARD
Updated 3/22
<b>CATEGORY:</b> Green
<b>NCBO:</b>
<b>PLAYERS:</b> Steve Rogers/Yoram Bavli
<b>SYSTEM SUMMARY</b>
<b>GENERAL APPROACH AND STYLE</b>
2/1 Game Forcing (over major)
15-17 NT
HCP ranges freq/ upgraded/downgraded according to judgment
<b>SPECIAL BIDS THAT MAY REQUIRE DEFENSE</b>
3rd Hand openings can be shaded down,
4 Major possible 3rd in hand
Preempts opposite passed hand - undisciplined.
Light overcalls possible esp nv. opposite passed hand
<b>SPECIAL FORCING PASS SEQUENCES</b>
when in FP x = discouraging, pass = encouraging,
pass + pull = slamming or 2 places to play.
<b>IMPORTANT NOTES</b>
<b>PSYCHICS:</b> Rare

